



Dakota Stone Fist was worried. It was three days since her father, Tashunka, chief of the tribe, had ridden off to Cactus Town to trade – and there had been no word of him since. He wasn't a man to leave his people for so long; nor would he want to be apart from his beloved daughter. No, something was wrong, she knew. Dakota pinched her fingers around the hollow pebble, hanging by a thin leather strap from her neck, a gift from her father on the day of her naming.

She narrowed her eyes and looked out along Well Bear Path, the last place she had seen her father waving goodbye to her. Something had happened. And Dakota wasn't about to wait for the rest of the tribe to do something about it.

The people of Cactus Town have always enjoyed a good relationship with the Native American tribes, but now the chief of a tribe is missing, and his tracks lead straight to the town.

This expansion introduces a new gameplay feeling to Cactus Town with the unique party of **Dakota & Tashunka**. Dakota will pay the town a visit in search of her father, so the party starts with one standee and (hopefully) gains a second. The player's available actions change depending on whether Dakota is alone or reunited with her father. All the while they try to teach the townfolk a lesson not to get involved with Dakota and her erstwhile peaceful tribe.

This expansion requires the Cactus Town base game, and opens several new party combinations.

COMPONENTS



5 action cards



2 basic buildings cards



1 Dakota



2 standee bases



4 tomahawk tokens



4 player aid cards
(4 languages)



2 advanced buildings cards



1 Chief Tashunka



1 exploration token



2 totem tokens



1 die

GOAL OF THE GAME

You can now play as Dakota & Tashunka and enjoy a whole new experience with the game. To win:



Dakota & Tashunka's goal is for Dakota to find her father and teach the townfolk a lesson: *"Don't mess with our noble people!"* They win immediately when **the chief is found and freed, and they have secured 2 totem tokens.**



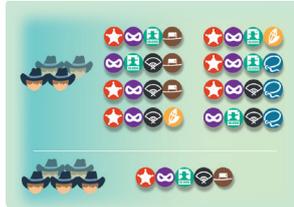
PREPARING THE GAME (BASIC MODE)

TOWN SETUP

Follow the town set-up rules of the Cactus Town base game. The Lost Chief expansion works with all variants of the game, so feel free to choose any (basic or advanced buildings, reverse order or straight programming).

STANDEE POSITIONS AND PLAYER SETUP

Take the setup card B. It shows which new party combinations are possible, depending on player number, and which clockwise seating order must be maintained. Choose your parties (being aware of the seating order) and continue with character set-up as described in the Cactus Town base game.



The **player controlling Dakota & Tashunka will start with only 1 standee on the town grid (Dakota).**

For Dakota & Tashunka, do the following:



Place the totem tokens (shaded face up) and chief's standee in your player area, together with the action card showing the chief. Draw 1 card face down from the target building deck. Place the exploration token in the general reserve. Place the Dakota & Tashunka's player aid card in your player area.



NOTE: Dakota & Tashunka's **target cards are multi-purpose**, they represent locations in which they can (a) free the chief or (b) secure a totem token. Over the course of the game, the Dakota & Tashunka will need more target cards, as **each building can only be activated once**. See the Duel section on the next page to learn how to obtain more target cards.

HOW TO PLAY

Play the game exactly as you play the Cactus Town base game, with planning phase and action phase, and stopping the game immediately when any player has fulfilled their objectives.

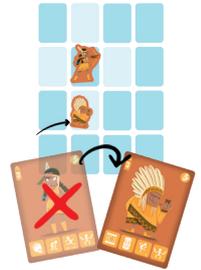
NEW ACTION ICONS

This expansion introduces new special actions, apart from repeating action icons from the base game.



FREE DAKOTA'S FATHER

You may **FREE CHIEF TASHUNKA** if present in a target building. **Flip the respective target card**, show it to the other players, **and discard it**. Place the chief's standee on a building orthogonally adjacent to Dakota. Reveal that building. Archive this action card and replace it with the action card showing the chief.



SPRINT

Carry out up to **2 separate RUN actions in a row**, following the rules from the base game. Only reveal the building you end your full movement on.



TRACK

Carry out a **SNEAK action**, following the rules from the base game. **Additionally, you may secretly PEEK at the building you move to or an orthogonally adjacent one.**



BUILD A TOTEM

Build a totem if present in a target building. **Flip the respective target card**, show it to the other players, and **discard it**. Flip a totem token in your player area to the colored (completed) face.



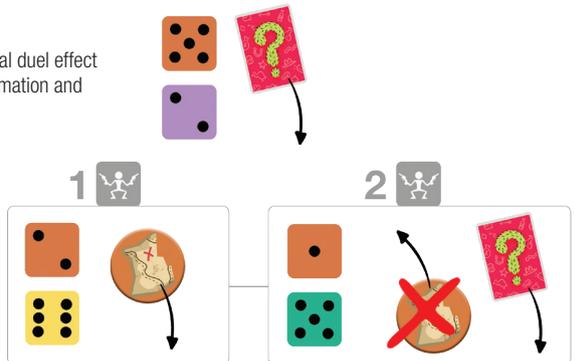
DUEL

The **DUEL** action works the same way as in the base game. Please refer to the Cactus Town base game manual for clarification.

The **duel outcomes** for Dakota & Tashunka are:

If Dakota & Tashunka win, as a new and additional duel effect besides pushing or stunning, they win valuable information and draw 1 new target building card from the deck.

If Dakota & Tashunka lose to any party, they are pushed. Importantly, they also gain "some information" from a lost duel and **take the exploration token from the reserve**. When **losing a second duel**, return the exploration token to the reserve and draw 1 new target building card.



BUILDING CARDS

This expansion features 2 new buildings. If this is the first time you use alternative building cards, take note that each building has a building type icon on the left of its title, the icon's only use is to help create your building line-up at the beginning of a game, while maintaining balance.



Groups (mostly pairs) of cards with a **matching icon must always be used together** when creating your building line-up for a game. **Add the two campfire buildings, replacing any pair of matching icon buildings from your previous deck.** Keep in mind that card replacements have to be made both in the basic and the advanced building card deck, assuring your target building deck represents the buildings in town.

If you have additional building cards from other expansions, promos, or Kickstarter content, you can mix and match groups for a huge building combination variety.

SPECIAL EFFECTS GUNSLINGER MODE

Token	When to use it	Effect when used
 Tomahawk	Duel	You may archive a tomahawk token when activating your duel action. If you do, instead of dueling, you attack an opponent in an orthogonally adjacent building. Throw your die, on 3+ you win. You may not use your second shot or other modifiers. Apply duel effects if you win, don't apply them if you lose.



CREDITS

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